

**2019
Presbyterian Youth
Triennium**

Here's My Heart

Rain Plan Games and Activities

ABC CHARADES

Materials Needed: None

Group Size: 10+

Time: 10-15 minutes (depending on group size)

Purpose: Community Builder; Mixer; Fun

Have the campers and staff get into small groups of 6 to 8 people. The group will need to decide on who will be the first person to pantomime as many words as possible. They will also need an individual to be their groups counter.

The first person that is the pantomime will try to get their team to guess as many words as possible beginning with a specific letter announced by the facilitator. The person pantomiming will have one minute to get the team to guess as many words as possible that begin with that specific letter.

When time is up, we will see how many words each group guessed. The group with the most guessed per round is declared the winner.

The next round will now begin. The first person to pantomime will join the rest of the group who guessed. The counter will now become the pantomime and a person who was part of the guessers will now become the counter. To make it run smoothly, just move around the circle in order to take turns being the pantomime and counter.

VARIATIONS:

The facilitator can make it a challenge by giving certain letters and categories also. Example:

The letter "C" and the category is vegetables

The letter "B" and the category is movies

WHO I AM (ABOUT ME) POEM

Materials Needed: Paper and pen/pencil

Group Size: Unlimited

Time: 10-15 minutes (depending on group size)

Purpose: Fun; Community Builder: Get to know one another

This is intended to be a low-key activity to help with building community within your group and delegation, as there are probably youth and adults within your delegation who do not know one another that well. And even if they do, there are still things we can learn about each other.

This “poem” is not something that needs to be professional...so no need to try and make things rhyme or have a certain number of syllables, etc. Just have fun, be creative, and listen and learn about your fellow PYT participants.

First line: Three things that you like

Second line: Three things you dislike

Third Line: One place you'd like to visit

Fourth Line: Three words to describe you

Fifth Line: Three hopes for your experience during and after Triennium

FOR EXAMPLE:

Lemon custard ice cream, sunsets, and concerts

Asparagus, long lines and crazy drivers

London

Good listener, father, and athlete

Deepening my faith, make stronger connections within youth group, be able to share my faith at home with church and friends

BUILD A HANDSHAKE

Materials Needed: None

Group Size: Unlimited - even # works best

Time: 10-15 minutes (depending on group size)

Purpose: Fun; Community Builder: Get to know one another

Have the campers and staff get into pairs.

We will have these pairs to create a handshake together that will have three parts or moves. We will have the groups practice it enough so they can teach this handshake to someone else.

After the pairs have had a few minutes to practice, we will ask everyone to find new partners. (Say hello and introduce yourself.) Now, these new pairs will have to teach each other their first handshake and then put the two handshakes together in order to form one long handshake. We will now give these pairs a few minutes to practice so that they can be able to teach someone else the new handshake.

After these pairs have practiced for a while, they will now need to find a new partner (one they have not worked with). These new pairs will now share their second handshake with their new partner and then put the two together. The pairs will now have one long handshake with 12 parts or moves.

Have a couple demonstrate their handshake. Do we dare go one more round?

Brain Fry

Materials Needed: None

Group Size: 10-20

Time: 10-15 minutes (depending on group size)

Purpose: Fun; Challenges Memory; Community Builder

The group will need to have a leader/facilitator who will begin each round of the game. The group will need to form a circle (standing or sitting). Once the group has chosen the leader/facilitator, this is where the fun begins.

The leader/facilitator will point to another player in the circle while saying his or her OWN name (the facilitator will say their name). For example, I am leading the game, I will point to another player and say, "AARON."

The goal is to set up a pattern where each person says his or her OWN name and then points to another player in the circle until everyone in the circle has had one turn. The last person in the circle will send it back to the leader. Now take a moment and practice the first pattern, and then maybe 3 or 4 more times. Remember to say YOUR OWN name when you point.

Once the first pattern is established and you are comfortable, you will need to make a second pattern. Before you begin, the group will need to decide on a category or you can agree to allow the leader/facilitator to pick categories. For example, "Favorite Dessert."

Next, you will set up a second pattern using the same leader, however they will begin by pointing to a different person in the group. The leader say THEIR OWN favorite dessert while pointing to a person in the group. There can be no repeats, SO SORRY. Continue with each person pointing to a new person until it gets to the end and back to the leader. This is your second pattern. Now take time to practice the second pattern.

Now here is the fun in this game. Once everyone is comfortable with both patterns, you will begin the game and do both patterns at the same time. As the group gets better, add a third pattern with a new category and so on. See how many you can build up to at one time. Good Luck!

Leader Tips:

During the game, you are passing your own answers to other people in the group. Sometimes people will not be paying attention or forget or whatever. It is important to tell the participants to keep pointing and saying their answer to whoever they are passing to until the receiver acknowledges that individual that they got it. Make sense? This makes it fun and sometimes intense and stressful. You may get stuck with two people yelling at you once.

CHANGE THREE THINGS

GOAL: Mixer and Community Builder. This is to give individuals (campers, staff, and new teams) the opportunity to learn about one another and to energize the start of the camp setting.

MATERIALS: People! This is a large group game. Individuals will need to make sure to have “items” with them they can exchange. (These will be returned to them. Example: keys, wallet, belt, pin, lipstick, etc.)

INSTRUCTIONS:

Have group get into pairs or into small groups. They will need to study their partner (or individuals in the group)...what they are wearing, how many earrings, watch, belt, shoes, etc.

Have everyone turn around, so that their backs are to one another. They are now to change three things...example, switch which wrist the watch is on, turn glasses upside down and switch their shoes to opposite feet.

The goal is to figure out what they've changed about their appearance.

CONNECT FOUR

Materials Needed: None

Group Size: 10+

Time: 10-15 minutes (depending on group size)

Purpose: Fun; Community Builder; Get to know you

For larger groups (over 20 members), you may begin by getting your larger group to get into smaller groups of four people. If there is a need to get some of those groups to be groups of five that is ok too.

For smaller groups, you may begin the activity, by getting your group to get into pairs.

First of all, just in case group participants do not know each other, have them briefly introduce themselves to one another (basic info will suffice). As they work to complete their task, they will learn a little more about each other, or this will hopefully lead them to get to know each other by sparking conversation.

In their first small group, their task is to find four things that they all have in common. You may want to put some parameters on this, such as, you can't say: "We're all here right now at _____."

You want to set some other parameters and we will leave that up to your discretion.

Once all the groups have come up with four things they all have in common, the next step will be to pair up with another small group and share with them the four things that their particular group members had in common. Once that has been shared, their next task, now as a group of eight, is to find four things that all eight people have in common. However, they are not allowed to use any of the four things they previously used.

Get the gist of the game.

Depending on how large your entire group is, you may continue this on for another round (or level), or you can stop at the second.

A great challenge would be to try and find four things an entire group had in common together.

Good luck. Have fun. Enjoy the stories that come from this.

FOUR ON A COUCH

GOAL: Mixer and Community Builder. This is great game ideally for 20 people, can be less or more. Good for teamwork and staff training as well.

MATERIALS: People (ideally 20 people) and a good mix of guys and girls. A couch or four chairs or even four spots marked off on the floor; pen and paper. You will need a facilitator for each group.

PROCEDURE:

The game is best played with about 20 people, hopefully with an equal mix of guys and girls. Each individual is asked to write his or her name (first and last, just in case of duplicate first names) on a slip of paper and place into a container.

Everyone now will need to sit in a circle with the couch (four chairs or four spots designated as “the couch”) included in that circle. You will need one more chair (or spot) than you have people participating in the game. You will need to have four people on the couch – two boys and two girls. This game is “Boys vs. Girls” in strategy. The boy’s team is trying to get four boys on the couch and the girls are trying to get four girls on the couch. The first to do so, WINS!

Once everyone is situated, have all of the participants draw a name from the container. You will now begin with the person sitting to the **RIGHT** of the open chair (or space). He/She will call the name of an individual in the group. Whoever holds that slip of paper must now get up and go to the empty chair (or space) in the circle and exchange slips of paper with whoever just called out that name. The play continues now with the person who is sitting to the **RIGHT** of the empty chair (or space).

IMPORTANT REMINDER: You are the person that is on the slip of paper.

This is a memory game, so all of the players need to pay special attention to the names called, especially the last one. Individuals **may not** receive help from their teammates on what name to choose when it is their turn to select.

Another important rule is this; you **may not** call the name on the slip of paper that you are holding.

The game is over when there are four boys or four girls sitting together on the designated couch.

HUMAN ETCH-A-SKETCH

GOAL: Mixer, Community Builder, Teamwork and just plain FUN. This is to give individuals (campers, staff, and new teams) the opportunity to learn about one another and to energize the start of the camp setting. Groups/Teams will need to work together in order to “display” or “draw” whatever object with their team members, using their bodies

SUPPLIES: People and ideas of objects you wish the large group to “draw” out with their bodies. You will also need a large area for the groups to spread out.

INSTRUCTIONS:

Divide the large group into two groups...try and get as close as possible to equal numbers.

You will need to designate “sketching areas” (playing areas) for each team.

The goal is to get the groups to create pictures of items that are called out by the facilitators. The goal is to work as a team in order to get the “sketch” accomplished the quickest, but also take into account the creativity of their picture.

For example, let’s say the “sketch” is to be a bicycle. You might want to take into account if a team finishes a little later, but has moving parts, like the pedals or wheels.

You can be as creative as you wish. Try your best to start out simple in the beginning with the “sketches” so they can get the hang of it, then move onto more detailed “sketches.”

King Frog

Goal/Purpose: Community building activity and just to get know one another. Have fun and laugh a little with your small group members.

Supplies: Chairs set up in two circles.

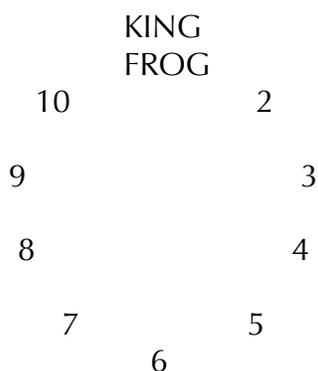
Divide your small group into two teams and have the teams go and sit in each of the circles. Once the two teams are in place, the facilitator will need to decide where the KING FROG position is in each group.

Now that the KING FROG position has been decided, each group will need to go around the circle and come up with an animal they want to be and a sign. Once the game begins, there is no talking and there will be no animal noises. So prior to the game beginning, you can clarify the animals and signs. The KING FROG position **DOES NOT** have to be a frog.

Each game (or round) will begin at the KING FROG position and they will make their animal sign and then another animal's sign. This is called passing. When passing, you start with your position's sign and then pass to another. You have to be paying attention to all of the signs because if you do not see your sign or pass off to another player in your group, then the game stops and everyone changes positions.

The last place position in the game is to the RIGHT of the KING FROG. When the game is stopped because someone messed up or they were slow in passing (3-5 seconds), each player in the group will move up a position toward the KING FROG. Here's the kicker, the animal sign does not move with you, it is designated to the original position in which it was created. SO...you really need to pay attention and remember all of the animals and signs because you will be moving and changing often.

Good luck and have fun.



Motion Pass

Goal/Purpose: Community building activity and just to get know one another and have fun and laugh a little with your small group members.

Supplies: None.

Divide your small group into four smaller groups. In these smaller groups have them line up one behind another as if making a train. Explain that the leader (SGL or a volunteer) will be giving the first person in the line a series of dance moves (within reason and appropriate). Each line will then pass these moves down the line until the person at the end of the line receives the movements. Have everyone stand and face the back of the room and close their eyes except the first person in line. The first in line faces the front of the room and the leader goes through a series of dance moves - about 4 to 6 motions. Repeat it once to these people. Now, the first person in each line taps the person next in line to turn around and they show them the moves – ONE TIME ONLY. The second person in line then taps the next in line and repeats the tapping moves and so on and so forth. When a person finishes showing the moves they sit down on the floor until at the end the only people standing are the last person in each line. When the last person in line is ready, they then get the leader's attention and will show them the moves that were shown to them. They perform to the best of their ability and sees how close they were to the original dance moves.

The leader shows the whole group what the original moves looked like. Let loose and have fun!

Names Matter

Goal/Purpose: Community building activity and just to get know one another and learn something fun, special and significant about your fellow small group members.

Supplies: Divide into three to four small groups, die (numbered cube), pen/pencil, and paper one

Divide your small group into three or four teams and each team will need a die (numbered cube) and something to keep score with, if needed.

On your team, the person who traveled the shortest distance to get here (best guess) will start the start in each team and play continues there to the right.

The person rolling the die, if they roll a **1** or a **5**, they add the number of letters in their first name to their team's total points. For example, if my name is Stephen and I roll a **1** or a **5**, I will get to add 7 points to our team's total.

If the person rolling the die rolls a **2, 3, or 4**, they simply pass the die to their teammate on their right and receive no points.

However, if the person rolling the die rolls a **6**, the team loses all of their points accumulated up to that point and the team has to start over at zero.

As play progresses, you are trying to be the first team to reach 50 points.

When your team reaches 50 points, give a shout and yell and celebrate.

Have fun.

Move It!!

Materials Needed: Chairs or place markers

Group Size: 10-40 (good for small or large groups)

Time: 10-15 minutes

Purpose: Get to know you; Fun; Energizer

Organize the group into a circle. Ideally you will have chairs to sit in, if not, you will need some sort of place marker for each participant. Place on the floor at their feet. However, you will be one short because there will be an individual in the center.

There will be a facilitator on the outside to help with the flow of the game.

There will be an individual in the middle of the circle trying to get out of the middle. They will not have a place marker.

Give all the participants 30 seconds to learn the first, middle and last names of the people on both their left and right.

The individual in the middle will start by approaching someone in the circle and says, "Right or Left?" The participant approached has to the count of five in order to say the full name of either person to their right or left. The center person is the one who counts to five (at a reasonable pace – the facilitator may count as well to be fair).

The person must then recite the person's full name on their right or left before the person gets to five. If they say an incorrect name or can't do it before the person counts to five they need to become the person in the middle.

At any time someone can yell, "switch!" and everyone must get up and change places, giving the person in the middle an opportunity to take someone else's chair.

PREPARE TO MEET YOUR DOOM

(This is a variation of Rock, Paper, Scissors)

GOAL: Mixer and Community Builder. This is to give individuals (campers, staff, and new teams) the opportunity to learn about one another and to energize the start of the camp setting.

MATERIALS: You will need no equipment; you just need PEOPLE and HIGH ENERGY. This can be a great game for smaller groups of young people, or can be very chaotic and exciting with large groups. It is ideal to have an even number of people participating.

INSTRUCTIONS:

Everyone will need to find a partner. Have everyone face a partner and practice playing “Rock, Paper, Scissors.” We will need to make sure everyone knows what beats what.

We will now begin the classic game of “Rock, Paper, Scissors,” but we will add a little twist that will make it a little more interesting, loud, crazy, fun and competitive at the end.

We now begin the game.

First of all, the partners will introduce themselves to each other...

“Hi, my name is _____.” and “Hi, my name is _____.”

Then one person (it does not matter who starts) will say...

“Prepare to meet your doom!!”

Their partner responds with a loud and exaggerated laugh...

“Ha-Ha-Ha!!!”

Then each pair will play a round of RPS. Whoever loses in each group will now become the “biggest and loudest fan” for their partner, who (by the way) just beat them at RPS.

(So if Gina wins, Beth follows Gina to another person that Gina is going to challenge and shouts “go Gina, yeah Gina, etc).

The game continues until only two players are left. This will leave the rest of the group being “the biggest and loudest fans” for one or the other player...should be loud, exciting and fun.

SCREAMING NINJAS (“WHA”)

GOAL: Mixer and Community Builder. This is great game ideally for 20 people, can be less or more.

MATERIALS: People and form a circle. You will need a facilitator for each group.

PROCEDURE:

All of the players will first need to form a circle.

Instruct the players on the making of their “Screaming Ninja” hands. You will place your hands together (palms together in front of you – praying hands – like you’ve seen in the movies like Karate Kid and so on) and then there are two motions after that...(1) your “Screaming Ninja” hands will either go above your head, or (2) they will be stretched out horizontally to ward your neighbor as if you are chopping them in the stomach. Don’t forget, that you will need to make a “Screaming Ninja” sounds. Example: “Wha” or “Hi-Yah” or anything else creative you may have seen in the movies.

With the players in the circle facing one another, a designated person will begin the game with their “Screaming Ninja” hands ready in front of them (don’t forget to make your noise when you pass this on to the next Ninja. The first person points with his “Screaming Ninja” hands (don’t forget to make a ninja noise) to another player across the circle. Then instantly that player must put his/her “Screaming Ninja” hands straight above his/her head (Vertically) and make a ninja noise. While this happens, the two people on either side (one on the left and one on the right) must simultaneously use their “Screaming Ninja” hands and chop him/her in the stomach while yelling and making a ninja noise.

It basically is a rhythm game and once it gets going, is really fun. A person is eliminated if they do not react in time of the “Wha” (or whatever screaming ninja sound you make) and they simply just back out the circle. The game doesn’t stop until there is only two left.

Once individuals are eliminated, they can begin a new circle and start the game all over again.

SEE-YA

GOAL: Mixer and Community Builder. This is to give individuals (campers, staff, and new teams) the opportunity to learn about one another and to energize the start of the camp setting.

MATERIALS: People!

PROCEDURE: Have the campers and staff get into groups of 4-6-8. It does not matter if all the groups do not have equal numbers. The groups will need to know their group size (number) will not change during the course of the mixer. However, group members will change and there will need to be time to briefly introduce each other whenever a new member enters the group.

INTRO & THINGS TO TEACH BEFORE BEGINNING:

(1) No player will be allowed to leave the group until the group says "See Ya!" This will happen when the group facilitator announces "Ready. Go!"

(2) When a player leaves a group, the group then responds out loud, "Over Here! Over Here!" Individuals are highly encouraged not to return to a group where they have been before.

THE GAME:

The game begins by the individuals in the group briefly introducing themselves to one another. The game will then begin when the facilitator announces a question for discussion amongst the group. **Example:** *"What's your favorite movie you have seen this year?"* Participants will then have about 15 seconds each to tell and discuss the answer to the question. This is to short, sweet, quick, and high energy.

The facilitator will then ask a determining question like, *"Who has the shortest hair?"* At that time, the group will decide who has the shortest hair. The facilitator will then shout "Ready. Go!" The group will then shout out, loud, *"See Ya!"* and waving bye-bye to their friend and then immediately begins shouting, *"Over Here! Over Here!"* in order to bring in and welcome a new member.

The individuals leaving the group find a new group home and another discussion question is given by the facilitator. The play continues for 5 or 6 rounds.

These are a great energizer, community builder and get to know you activity.

Silly, Silly, Silly Something

Materials Needed: Chairs or place markers, writing utensils, and paper

Group Size: 5-50 (good for small or large groups)

Time: 10-15 minutes

Purpose: Get to know you; Fun; Energizer

Pass out paper and writing utensils to the group members. The facilitator will not need anything.

Instruct the group members to write something silly on their piece of paper – something to do, say, or a noise to make. (Example: bark like a dog; dance the funky chicken; sing a nursery rhyme; etc.)

The facilitator will then instruct the group members to begin passing the papers around the circle. The facilitator can either say “STOP” or you may want to add in music and when the music stops, so does the paper passing.

The facilitator will then pick an individual or individuals to do their “silly something” for the group. Everyone else does not need to look at their piece of paper.

The facilitator can choose as many people as they wish to do their “silly something.”

A variation of this would be that the people doing the action could not laugh. If they laugh, they're out and repeat the process until only two people (the winners) are left.

HAVE FUN!

Snap Shot

Goal/Purpose: Community building activity for about 5-15 minutes. This activity is geared to work in pairs to take “pictures” of things you see around you and then have your partner re-create those images.

Supplies: Open space and designate areas around Bethel University Campus. Make sure areas are not too hilly or steep for people to navigate.

Formation: Scattered (Indoor or Outdoor – weather permitting)

Have your group members find a partner. As the leader, explain to the group that one person in the couple will be the photographer and the other person will be the camera. Demonstrate with someone by standing behind that person and putting your hands on their shoulders. Have the “camera” shut his or her eyes and every time you, the “photographer,” squeeze his or her shoulders, the “camera” opens his or her eyes and takes a 3 second look and then shuts his or her eyes. Have your group try this much of the activity.

Now the activity works like this:

The photographer will take the camera around and will take 3-5 pictures and the camera is to memorize the pictures in order to re-create these sites.

Each photographer will lead the camera around the grounds (cameras have their eyes closed so make sure as the photographer to guide them slowly) and then stop in front of something (ex. A certain tree, flower, etc.) and take a picture (by squeezing on their shoulders). They move along to a second area and take a picture and then onto third or fourth or fifth, until you have taken your 3 to 5 pictures.

Once finished, you will need to return to the starting point, the camera will open their eyes and will then lead the photographer to the different areas where pictures were taken.

Once finished with that, reverse the roles so that the first camera is now the photographer, and the photographer is the camera.

Thoughts:

Make sure the space is not too hilly or steep.

You may want to establish boundaries for your group so they don't wander too far off.

You can only take pictures of stationary items.

The photographer can take pictures at different angles by tilting the cameras head, bending them at the waist, etc. in order to get a picture looking up or down, etc.

Spy Versus Spy

Goal/Purpose: Community building activity and just to get know one another and something special and significant about your fellow small group members.

Supplies: Partners and have group form a double circle; circles facing each other.

Divide your small group into two small groups of equal numbers – if small group leaders need to participate to make things equal, then do so. However, your small group leaders are highly encouraged to participate in this activity, this will help in you getting to know your small group members and it gives them the opportunity to get to know you and see you model participation and community building.

Have the two small groups form two circles – an inside circle and an outside circle. These two circles should match up to where everyone will have a partner. The inside circle and outside circle should be facing one another so that everyone has a partner.

Each person in your small group needs to come up with one question to ask everyone they will eventually be paired up with in the activity. Just one question, and they will ask it multiple times to different people.

Here are your instructions:

1. The question needs to be a question that will help you learn something about that individual that you cannot learn just by looking at them.
2. Your question can be as light-hearted or as deep as you choose it to be.
3. You will take turns asking your questions to your partner and discussing it as much – or as little – as you two desire.
4. The facilitator of the activity will call for time and then decided how you will then change partners (for example: inside circle move 4 people to your RIGHT)
5. Repeat the process with your new partner
6. At the conclusion, maybe 3 or 4 rounds, the facilitator can ask for volunteers to share their questions and favorite responses with the larger group.

Squeeze Play (also known as “Electric Current”)

Materials Needed: Coin or numbered cube; empty plastic water bottle

Group Size: 10-40 (Best with even numbers so that you can have even teams)

Time: 10-20 minutes

Purpose: Fun; Energizer; Community/Team Building

* * * * *

Divide group members into even teams. Have teams sit at opposite sides of a rectangular table, or stand in two straight lines, shoulder to shoulder facing the other team. Instruct team members to hold the hands of the people next to them. Place the water bottle at one end of the table.

Explain to participants that, at one end of the table a facilitator will be flipping a coin. When the coin lands on ***TAILS***, nothing happens. When the coin lands on ***HEADS***, the team member at the end of the line closest to the coin will squeeze their team member's hand setting off a chain reaction all the way down to the end. IF you use a numbered cube (die), designate whether they will squeeze on an even number or odd number - your choice.

Once the person on the other end, next to the water bottle feels their hand squeezed, they need to grab the water bottle as fast as they can before the other team.

You cannot grab the water bottle unless you feel your hand squeezed.

If your team is successful in grabbing the water bottle before the other team, your team members rotate, so the person nearest the water bottle will move down to be nearest the coin.

If for whatever reason you start squeezing when you shouldn't be (accidentally squeezing the person's hand next to yours, the coin lands on heads) and you grab the water bottle out of turn, your team rotates backwards a person.

Note:

There should be no talking during the game, and it is a good idea to have everyone's eyes closed except for the person who needs to see the coin. You can make a rule that they can only look in the direction of the coin and not toward the other end of the table

Also, at any time you can ask for a "hand check". Meaning if the groups are seated at a table and their hands are underneath the table you can ask them to lift up their arms to show that they are all holding the hands of the person next to them.

Stare Down (Jaw Drop, Dance Off)

Materials Needed: None

Group Size: 2-100 (Best with even numbers so that you can pair off evenly)

Time: 10-20 minutes

Purpose: Get to know you; Fun; Community building

Phase One:

- Ask participants to choose a partner, making sure it is someone they don't know well.
- Ask participants to interview their opponent. Prompt your students with questions to ask. Sample questions are: Their partner's name, age, 3 things they would bring with them on a deserted island, etc.

Phase Two:

- Participants may not smile or laugh (but they may blink).
- Participants begin by staring eye to eye with their partner without laughing or smiling.
- After about 30 seconds the participants must lower their jaw and continue staring.
- Students are not able to laugh or smile and if they do, they lose and must start over.

Phase Three:

- If nobody laughs or smiles after about a minute of the slack jaw stare off, students can then begin to make funny faces and dance about to attempt to make their opponent laugh.
- While making faces or dancing, students must continue to stare with a slacked jaw.
- Again, first person to make their opponent laugh or smile wins.

Variation:

- You may ask participants to find a different partner and play Stare Down multiple times or do use using the large group circles (inner & outer circles) to play again.
- It is also possible to have a Stare Down-Jaw Drop-Dance Off competition and have winners play winners and then have a champion.

Three on a Couch (To Tell the Truth)

This activity is for the large group setting. When everyone enters the room, we will pass out index cards and pens. On one side of the card we will need your name (first & last). The instructions will be to think of a true story or event in your life, it can be something really significant or totally random. On the side opposite of your name, you will need to write an incomplete sentence about that event. An example would be...

“The time I went on vacation to California and Keith Urban was on my flight...”

After everyone has done this, the group leader will collect the cards and will sort through them to find something unique. There will be three individuals called to the front (designated area) in order to tell their story based off of what is on the given index card. The three participants will have a chance to gather their thoughts on “their story” (two of which it really is not their story) and then when everyone is ready, we will hear the stories. It is the job of those three participants to convince the rest of the group that they are the person who actually did the said event or action (For example – “The time I went out to eat and I saw Michael Jordan...”). They can be as specific or vague about the situation; it is their job to convince the rest of the group that they are the ones who actually did this. The group will have an opportunity to ask questions of the participants and they will have to answer as best they can.

Once everyone is satisfied with the questions and answers, we will then have the three participants tell us which one “ACTUALLY” did the task. (This is based off of the television game show “To Tell The Truth.”) The group is trying to find out and eliminate the two imposters.

Traveling Shoes (These Shoes Have Been)

Goal/Purpose: Community building activity and just to get know one another and learn something special and significant about your fellow small group members.

Supplies: People and chairs to sit in if needed.

Divide your small into, at least, two smaller groups for this activity. This activity will work best with no more than 6-8 members per smaller group. Within each group, invite the participants to reflect and think about the places they have been wearing the particular shoes that they are wearing at this very moment. It can be as simple or as detailed as the individual chooses to share with the group. If there is more than one place that they'd like to share, feel free to give them the space to do so.

Second, as participants are finishing up with where they have been, we want to give them a chance to speak to where they would like to go. As a part of this "Traveling Shoes" activity and discussion, invite participants a place or places that they would like to travel to in the future and why. This can be anything from a vacation destination to going to college or mission trip or career opportunity. The responses are endless.

Enjoy and have fun with this one.

TURN & SWITCH

GOAL: Mixer and Community Builder. This is to give individuals (campers, staff, and new teams) the opportunity to learn about one another and to energize the start of the camp setting.

MATERIALS: People! This is a large group game. Individuals will need to make sure to have “items” with them they can exchange. (These will be returned to them. Example: keys, wallet, belt, pin, lipstick, etc.)

PROCEDURE and DIRECTIONS:

This is a large group building game where people have a chance to meet and greet one another.

Individuals will need to go and meet someone new (on instruction) and they are to exchange some personal item with that person. They need to find out that person’s name and where they are from.

The first person back to the facilitator with seven (7) different objects wins. Also, see how many people they can remember and what object they exchanged with them. Then have a race to see who can get all of their items back the fastest.

* Note: The facilitator can change the number of objects you are to collect, either larger or smaller, depending on the group size.